

The SEVEN CITIES of GOLD



ELECTRONIC ARTS™

SOME FAMOUS EXPLORERS and

♣ 1492 - Columbus lands on San Salvador (Watlings Island). ♣ 1494 - Dan Buntin is crowned is not amused. ♣ 1500 - Pedro Cabral tries to reach India and, blown far off course, dies of Captain General for his rapid (not to mention vicious) conquest of the Mayan Peninsula, still believing he had discovered the Orient, and not a New World. ♣ 1511 - Dan Buntin earns "Dealing Dan" for his trading exploits. ♣ 1513 - Ponce de Leon discovers Florida. Eight years later he saw him mortally wounded. ♣ 1519 - Cortes begins the conquest of Mexico. He recruited 58 arquebusses and 32 crossbows on his expedition. ♣ 1521 - Bill Buntin is named Governor of Mexico. ♣ 1530 - Dan Buntin is named Governor General of Peru by the Court, and Man of the Year by the Spanish Chamber of Commerce for trading his 20,000th good for gold. ♣ 1533 - Pizarro takes his part in the conquest of Peru by treacherously seizing and murdering Atahualpa, the Incan ruler (who received Pizarro with offers of friendship). Pizarro himself was assassinated in 1541. ♣ 1540 - Estabanico, one of Pizarro's men, discovers the Zuni "Cities of Gold" and is slain. ♣ 1540 - Dan and Bill Buntin lead forces and establish one last mission. Both achieve the rank of Viceroy and decide to rest on their laurels.

Dan Buntin gets lost in a fierce storm.



Compatible
with the

IIGS

In file emulation mode
requires 5.25" disk drive

Bill Buntin is asked to leave an Aztec city.

their EXPLOITS

besuddled by a storm that he "discovers" Europe. The
vers Brazil. **1502** Bill Buntin achieves the rank
1504 Columbus returns from his fourth voyage,
the rank of Vice Governor, and the nickname
later, a colonization expedition back to his discovery
soldiers and took 16 horses, 10 cannons, 4 falcons, 13
Mexico by the Court, and persona non grata by the Aztecs.

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urels.

Your manual is located inside the front cover of this package. *Seven Cities of Gold* is an Ozark Softscape Game. Game design: Bill and Dan Buntin. Programming: Dan Buntin, Jim Rushing, Alan Watson. Graphics and animation: Alan Watson and Roy Glover. Music: Roy Glover and Mateo Flecha ("The Younger," c.1520, c.1604). Sounds: Roy Glover. Producer: Joe Ybarra. Inside illustration: Warren Chang. Calligraphy: William Stewart.



SEVEN CITIES OF GOLD™

Best Role-Playing Adventure 1985 —
Family Computing

5 Best Adventures of All Time 1984 —
Popular Computing



Buntin brothers and friends establish a mission in the Ozarks.

Also from Ozark Softscape and Electronic Arts:

M.U.L.E. — A game in which up to four players attempt to settle a distant planet with the so-called help of a mule-like machine they all learn to hate.

Best Multi-Player Game of 1983 — *Electronic Games Magazine*

Best Strategy Game of 1983 — *Infoworld*

1492 – 1540

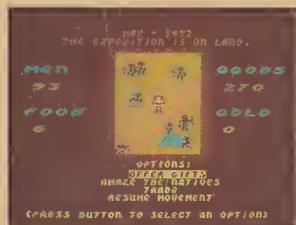
The Age of Discovery, Exploration and Conquest. The Stage of History Belonged to Spain. Now it Belongs to You.



SET SAIL from Spain. Outfit your expedition and head west into the unknown. And if you make it back with gold and maps, the Court might make you a Governor General or even a Viceroy.



DISCOVER the New World. Explore the Mississippi and the Amazon. The Great Lakes. The Straits of Magellan. Hidden gold mines. And 200 different native settlements, from small tribes of hunters and farmers to the mighty cities of the Aztec and Incan empires.



AZTEC AND INCA cities have the most gold. But how will you get it? Trade? Trickery? Treachery? Conquest? The natives are the key to your success. And a mirror for your soul.

OVER 2800 SCREENS represent the worlds you'll explore, building computer drawn maps as you go. In the historical game you'll create an accurate map of the geography and populations of 16th Century North, South and Central America. And then, when you're ready . . .

RANDOM CONTINENTS. Face what the conquistadors faced. Ask your computer to dream up New Worlds, worlds never before seen by anyone. Then test yourself against the utterly unknown as gold and glory, out there somewhere, draw you ever deeper into an incredible fantasy of your own creation.

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About Our Company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like to get involved, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a limited ninety day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.